

Pocket Change

After a series of unfortunate events, many people become homeless. These hobos take extraordinary journeys that lead them to new places, people, and problems. You will take on the role of one of these vagabonds as they scrounge up what little they can to make a life for themselves. You need: A coin, pencil, and paper.

Your Hobo: Your Hobo has three Qualities: Head (Mental), Heart (Social), and Hands (Physical). Each will be used to complete actions related to that Quality. Choose one Quality to have a score of 1 in, one with 2, and one with 3. The score relates to the number of coins you flip for that type of action.

Head



Heart



Hands



Uncertain Actions: To make an action, you flip your coins. Each coin that lands “heads” up is a success. The difficulty for an action is set by the Game Master (GM) (1-3, normal-daunting). An action succeeds when the number of heads is greater than or equal to the difficulty.

Narrative Begging: To get a bonus coin flip, players can beg to the GM. Players can add cool or thematic narrative to their actions and gain an extra coin flip to his Quality for that action.

